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Power Piggs of the Dark Age™

7051

INSTRUCTION BOOKLET

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SUPER NINTENDO™ ENTERTAINMENT SYSTEM

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Power Piggs OF THE DARK AGE™

CONTENT

English 4
Français 8
Deutsch 12
Italiano 16
Español 20
Nederlandse 24

Ready to pig-out on action-packed adventure?
Hungry for a dozen magic donuts?
Then **Power Piggs of the Dark Age** is the game for you!

You'll take Bruno--a Pigg who's co-owner of a donut shop in the Dark Age--on an incredible sword-swiping adventure through the hilarious Kingdom of Pigg!

When the Wizzard of Wolff attacks his peaceful Kingdom, Bruno is forced to use exploding jelly donuts and his mighty sword to defeat the howling intruders. And when he's not floating in air geysers called «blow-holes» he's busting-open prize-filled boxes with his big fat, well, er... *hams*.

Will the Wizzard's wacky wolves win?

Can the cunning cruller-cookers conquer?

It's all up to you in this non-stop romp through medieval cities, bizarre forests, the Wizzard's castle, and more donut holes than you can shake a sword at.

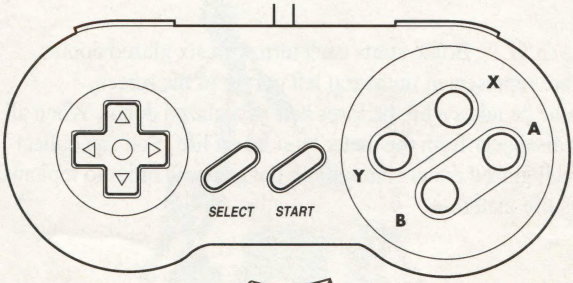
You'll grunt with glee while you wallow-away the hours playing **Power Piggs of the Dark Age!**

Power Piggs of the Dark Age™

GAME INSTRUCTIONS

C O N T R O L S

Y:	The sword-swipe button.
B:	The jump button.
A:	The throw button, for when you have a donut power-up.
START:	This button pauses and unpauses the game.
LEFT:	Moves you left.
RIGHT:	Moves you right.
UP:	Push up and hold for a moment and you'll see more of what's above you.
DOWN:	This button causes Bruno to crouch. If you push this button and hold it, you'll see more of what's below you.



SPECIAL MOVES:

1) The Butt-Slam: The butt-slam is a special move used to smash open boxes. To do a butt-slam, jump up and then push the DOWN button while in the air. To open up a box, just do a butt-slam on top of the box.

2) The Spin-Jump: When you're floating in a blow-hole, push right or left, then hit the JUMP button just as you're about to exit the blow-hole. You will do a spin-jump, which will take you much further than if you exited a blow-hole normally. You'll need to do spin-jumps in order to make it through certain sections of the game.

OBJECTIVE: Move Bruno through the entire game and defeat the Wizzard of Wolff at the end.

STARTING THE GAME: Insert the cartridge into the Super NES machine and turn on the power. Then select START if you want to start a one-player game. Select OPTIONS if you want to play a 2-PLAYER game, alter the SOUND, or view the CREDITS. Select PASSCODE when you've earned a passcode in previous play and want to jump forward quickly to more advanced levels.

LIVES: Bruno starts the game with 4 lives. The number of lives remaining is indicated in the bottom left corner of the screen next to Bruno's face.

LIFE METER: Bruno starts each turn with six glazed donuts, which are represented in the top left corner of the screen.
Each time he takes a hit, he loses half of a glazed donut. When all the donuts disappear from the meter, you lose a life. You can collect additional glazed donuts throughout the game, in order to replenish Bruno's life meter.

DONUT HOLES: When you collect 100 donut holes, you earn an extra life. The donut hole meter is in the bottom right of the screen.

DONUT POWER-UPS: You gain the ability to throw donuts at enemies when you collect a donut power-up. All donut power-ups are thrown by pushing the A button. The donut power-up meter is in the top center of the screen. You cannot hold more than one kind of donut power-up at a time, nor can you store up more than a dozen units of any particular donut power-up at a time.

- **Powdered Sugar Donut:** Flies in a straight line and delivers one hit on enemies.
- **Chocolate Donut:** Homes in on the closest enemy and delivers one hit.
- **Cruller:** Homes in on the closest enemy and delivers two hits.
- **Frosted Donut:** Eliminates every enemy it touches, and also will follow you for a while.

PLACEMARKER: When you touch the pulsating white starburst, it will turn into Gilbert's face. This indicates the place where you will return in the level after you've lost a life.

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